

# C2E011 Otter

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## SUMMARY KEYWORDS

people, fey, drink, masks, lanier, caravan, bit, shadow, turned, bottles, hit, tent, world, magic, flask, stand, starts, wander, gift, hear

## SPEAKERS

Deeran, Skarpin, Anthony, Adventure Incorporated, Ellori, Belroth



Anthony 00:00

Greetings adventurers and welcome to the Adventure Incorporated Podcast. I am your Dungeon Master. My name is Anthony Reed. This is the ninth episode and the first episode of the Brass Palace story arc. And wow, I am thrilled. Thank you to our patrons, [patreon.com/adventureinc](https://patreon.com/adventureinc), thank you, thank you, thank you for supporting the show for caring about the show, for putting a little bit of your money and your support where it counts. If you're not a patron, you can. You can do that. You can go there and be a patron, and becoming a patron gets you access to things like bonus episodes with special guests. It gets you access to be able to participate in the Beholder sessions at certain levels and the secret patron chat on our Discord. So, head over to [patreon.com/adventureinc](https://patreon.com/adventureinc) and become a patron. There's cool stuff over there for you. If you're looking for a different way to support the show, you can go to [adventureincpod.com](https://adventureincpod.com), and pick up one of the T shirts that are over there. There are some limited edition Spellslinger t-shirts that will be available until September 1st and then something new will take their place. So, don't miss out your opportunity to get a Spellslinger shirt. You know, we got some time, but it's slipping away. There's also some stickers and posters and things on the store. So, go and check that out. It's another way to support the show. All right, let's get started. Hello, folks, I want to talk to you about the East Coast Trolls and their Kickstarter for the World of Copernia and the Oakhaven anthologies. We watched all the fires burn in the outpost, a mile or two from the sea walls. Council barricaded themselves in their shops and homes. Unearthly deep shouts and depraved laughter echoed out of the halls and into the streets. I noticed on the mountain we were all older, hardened veterans of conflicts that slipped

into the faded and memories of few of us left. We charged from Eastgate. Ran hard. As we approached through the war cries and screams of clansmen and women. By the time we achieved, the plateau was all but silent, there was only one survivor. Just a wee bit of thing. I carried her back with me. What you just heard is an excerpt from what I think might be one of the coolest features of the Copernia campaign setting. The digital version of the product comes with voice files like this for you to enhance your game, even if you're not that great of voices. I really love this approach of utilizing the technology to its fullest to support and guide the game. It's the touches like this that are going to make the Copernia campaign setting a must. Head to their website, EastCoastTrolls.com and sign up for the Kickstarter mailing list so that you are on the front lines when the Kickstarter goes live. Don't miss this opportunity. I think it's going to be very, very cool, and you're not going to want to have let this one slip you by. That's the world of Copernia and the Oakhaven anthologies on EastCoastTrolls.com. Nobles and farmers, knights and scoundrels, gather round, gather round to hear a tale of excitement and mystery. Brave adventurers, facing grave dangers. Belroth, the Ranger.

- B** Belroth 04:03  
She's a grimalkin. That's understood. No pets allowed. Even though she's not a pet. I will wait outside. Everyone, if anyone needs anything. I am outside.
- A** Anthony 04:12  
Skarpin, the Cleric.
- B** Belroth 04:15  
Should I just try and snipe them from over here?
- S** Skarpin 04:17  
Yeah, okay. I did say they were as good as dead. I would hate to break my word on our first contract with Adventure Incorporated.
- A** Anthony 04:26  
Ellori, the Bard.

**E** Ellori 04:29  
We would want you to leave this warehouse.

**A** Anthony 04:32  
He points behind you. Church!

**E** Ellori 04:34  
Oh, sorry. We want you to leave this church.

**A** Anthony 04:39  
Deeran, the wizard. He say you no, worship Shattered Fang.

**D** Deeran 04:44  
Yeah, man. He's like, super wrong. We love Broken Tooth, uh Shattered Fang, man.

**A** Anthony 04:49  
Prepare yourselves, for these are the tales of Adventure Incorporated. So, the four of you and the members of the caravan have now made your way into this encampment. Because as you've gotten closer, it's much larger than you would have expected. From your vantage point up above, you know, it was hard to get scale. The tents are huge. The space here that they've marked out, you know, there's probably 150 200 people that are part of this troop. You know, everyone from the very old to children running around all seem to be part of this mobile enterprise. As you all arrived, Talia begins negotiating with the host who invited you in to pick up some supplies, to mend a bunch of wagon wheels, make sure that they are in good operating order. This is something that's pretty common whenever you're dealing with the mendicants. They are a little bit of everything, and so they have people here who will do things like wheel writing, and then they have the performers that are preparing for their guests that are here tonight, which is you guys. And then there's all kinds of other little things set up like small shops and stalls, small games. It's like a little festival that is always happening. So as you arrive, what's your plan? What are you looking for? What are you trying to engage with amongst these mendicants?

**S** Skarpin 06:43

Skarpin wants to go straight for this like bubbly spice spicy drink he had as a kid. He doesn't remember the name of it, but it's dark, and it's warming and he's just so excited and he wants everyone to try it.

D

Deeran 06:59

Deeran's following. Deeran is ready to have a good time with Skarpin because Skarpin is the only other person who is excited about this situation.

A

Anthony 07:13

So, Skarpin I think you find a little stand that has a bunch of drinks. The drinks are on a board in a language you don't understand, and you see the person behind the counter. She appears to be an elf, and she has one of these expressionless white masks on. Hello. Welcome. What can I do to help you?

S

Skarpin 07:41

Oh, hello, hello. I'm Skarpin. These are my friends here. Some of them it's their first time, but I wanted to have them try this drink I remember as a child. Do you have any like spicy, bubbly, dark drink?

A

Anthony 07:55

Spicy, bubbly, dark, spicy, bubbly, dark. There are several that might fit that, but I can see what we can provide and maybe I can find what you're looking for. Is there anyone else who is looking for something special?

S

Skarpin 08:15

I don't know. But I'll take one of each.

D

Deeran 08:16

I'm just happy to be here, man. Whatever he's having, I'm gonna have the same thing tonight, man.

E

Ellori 08:22

My grandma says if you're looking for something special, then you're going to miss all the special things that are already around you.

- A** Anthony 08:30  
Oh, oh, so wise then I will give you the special thing we have already available. She pulls up a jug, like a clay jug. She sets it on the table in front of her and then she pulls a wooden cask. She pours some ale from the wooden cask into a glass about half full and then she pours from the clay jug a white viscous liquid that pours into the glass with the ale and fills it up the rest of the way. She gives it a quick stir and she slides it across the table. She says, this is a very ancient drink that has supposedly many magical properties associated with it.
- D** Deeran 09:21  
Magic drink, man, that's awesome!
- S** Skarpin 09:24  
Looks particularly weird doesn't it Deeran?
- D** Deeran 09:29  
Who did you slide it toward?
- A** Anthony 09:31  
She slowed it toward- she slid it toward. Slowed it?
- S** Skarpin 09:36  
That works.
- A** Anthony 09:37  
Yeah, yeah. She slowly slid it just toward the lot of you. It's a pretty big glass.
- D** Deeran 09:44

Who did she slide it to?

A Anthony 09:47  
Ellori. She slid it to Ellori.

E Ellori 09:49  
Ellori picks it up and takes a drink.

A Anthony 09:52  
Okay. She says this is a white emerikan, and it is supposedly made with the goat of a milk-  
the milk of a goat milk-

B Belroth 10:03  
The goat of a milk!

A Anthony 10:05  
The goat of the milk. I'm doing great tonight, killing it with these words. It is made with the  
milk of a goat mixed into a long fermented ale. Uh, good luck. So, Ellori, you don't really  
eat or drink as it is.

E Ellori 10:22  
But she's here for the experience.

A Anthony 10:24  
Right, the experience is very unpleasant. So, as soon as you swallow a mouthful of this  
white emerikan it begins to churn and bubble in your stomach. It doesn't, you know, you  
don't have to make like a you know to check against or anything, but you are very, very  
upset right now.

E Ellori 10:51  
Oh, I appreciate your sharing this with us. It, maybe my tummy is just not acclimated to

this kind of drink. Um, I'm, I'm gonna leave the rest in the cup of if it's not too much trouble for you.

**A** Anthony 11:13  
It is a Family drink. It is meant to share.

**S** Skarpin 11:17  
Oh, Ellori can I try?

**E** Ellori 11:19  
Um...you can.

**S** Skarpin 11:24  
Yayy! He reaches out for it.

**D** Deeran 11:27  
Maybe it's the magic in you Ellori.

**S** Skarpin 11:30  
He just downs on big old swig.

**A** Anthony 11:32  
Skarpin, you think, maybe for just a second, like you might be sated by this. Like, at the very least, it makes you not want to eat something else right this second and that's what you realize it is. It's not that you're sated. It's just discomfort, like deep down in your core.

**S** Skarpin 11:57  
Oh, just like when I was a kid. He passes it to Deeran.

**D** Deeran 12:04

Deeran throws it back.

**A** Anthony 12:05  
Deeran, Deeran, Deeran, Deeran. You and your human Constitution. Give me a Constitution saving throw.

**D** Deeran 12:15  
No!

**B** Belroth 12:15  
Belroth knew the drink and was staying quiet, watching the chaos ensue.

**D** Deeran 12:21  
Nat 20!

**S** Skarpin 12:26  
Nice. Deeran is who I want to take out and party with.

**B** Belroth 12:30  
The minute Deeran knocks it back- Oh Deer- be careful! That's- Oh, that's a lot. Oh, no.

**D** Deeran 12:36  
Deeran fuckin like, whole hogs this thing leaving like just enough for Belroth to have some.

**A** Anthony 12:43  
And everyone in the space around you hears your stomach revolt, like you know that sound when you can hear someone's stomach grumble?

**D** Deeran 12:53  
Yeah.



A Anthony 12:54  
Yeah, but then that's it. There's like a deep breath...and then everyone's fine. So yes, you have successfully consumed your portion, and then some.

B Belroth 13:09  
Do I, do I need to finish this?

A Anthony 13:14  
If you are of the Family, it is a Family drink.

E Ellori 13:19  
Yeah, Belroth you're family.

B Belroth 13:22  
Oh, Belroth feels a lot of pressure now. He knows about this drink. He's heard of this drink before. He tried to stay out of it, and he tries to finish it. He kind of pounds back the last sip.

A Anthony 13:37  
Con saving throw please.

B Belroth 13:38  
All right. You said there was just enough for a sip. Everyone else had a sip.

A Anthony 13:42  
Oh, yeah. Yep. Sure did.

E Ellori 13:45  
You're alive.



Skarpin 13:47  
Cute little tiefling.



Belroth 13:48  
Oh, you're right.



Deeran 13:50  
Yeah, remember when you said "your poor sweet human Constitution"?



Belroth 13:53  
Also nat 20! Look at it!



Skarpin 13:59  
That didn't help.



Anthony 14:05  
So, you swallow it down. She takes the glass back. She says I am supremely impressed and disappointed in the events that have occurred here.



Deeran 14:19  
Oh, I'm so sorry! And then he like he whips his hands into the air, like starting to cast a spell. Is this what you needed? Do you need, like magic now?



Anthony 14:32  
No, no, no. The white emerikan is an old practical joke played by our people. Typically, one who consumes one does not keep it down for very long. But you, you are all very impressive, and so I will give you this: your next two rounds are free. And she passes a bunch of drink chits like across the counter.



Skarpin 14:57  
Hooray!

- B** Belroth 14:58  
Drink chips!
- E** Ellori 14:59  
Excuse me, can we use these for any kind of drink? Or do we have to use them for that?
- A** Anthony 15:05  
No, I would expect you not to. If you wanted to, I might be somewhat concerned.
- S** Skarpin 15:14  
Excellent, Skarpin pushes both chips back and says I'll take that one in the tall bottle and that one in the short and fat bottle right there.
- A** Anthony 15:25  
Either these may be what you're looking for. We shall see. And she pours you two glasses of the brown bubbly, dark liquid.
- S** Skarpin 15:34  
So excited. He's just gonna have them both. Double fisting and looking at his crew just ready to move on to the next stop.
- D** Deeran 15:42  
Which one should I get, man?
- B** Belroth 15:44  
Do you have a drink that's like tea or anything? Like an alcoholic tea of some kind?
- A** Anthony 15:50  
Oh, a fermented tea.

- B** Belroth 15:50  
Like a kombucha or something, but more alcoholic maybe.
- A** Anthony 15:54  
Wow, Rob's leaning into that professor bit.
- S** Skarpin 16:01  
Just whiskey in tea.
- A** Anthony 16:04  
Yeah, she pulls something that looks like it's probably fermented as she pops the top off of it, and it's like a ~poof~ and she pours it into a cup and then she adds a little something, something to it, and then passes that to you.
- S** Skarpin 16:26  
Deeran, the one in the squiggly blue bottle right there. That looks fun. That looks kind of weird.
- D** Deeran 16:30  
I wanted the one that you were talking about all afternoon, man. Like, when we got back to camp you just kept talking about that one. Like the, the dark and spicy and bubbly and crazy ones. Try those.
- S** Skarpin 16:42  
Okay, okay. Hold on. Hold on. And he tries both of them. No, no. They're kind of familiar, but it's not the right one. We got to just keep trying them. But yeah, maybe you try that one and I'll try yours. And then, you know, later on, we'll come back and, ugh, we're going to find it.
- D** Deeran 16:58  
All right, man. Yeah, I'll take the blue swirly glass there.

A Anthony 17:05  
She shrugs, and she pops it off and pours it. She says, normally your kind does not drink this drink, but maybe you will be okay, and she hands it to you.

D Deeran 17:18  
Yeah, maybe. I take a sip.

A Anthony 17:23  
It is very fruity, and it is very tingly on your tongue. It kind of makes your tongue numb a little bit as you drink it.

D Deeran 17:33  
And then it kind of makes my throat numb and then it starts to tighten up a little bit.

A Anthony 17:40  
It's not anaphylaxis. You're ok.

D Deeran 17:43  
And then the impending sense of doom washes over me.

A Anthony 17:47  
It's just sort of like a Red Bull. Yeah, it just makes your tongue a little bit numb, all the way down your throat, like your tongue is a little bit numb. But in like an interesting sensation way, not in like a gonna die way.

E Ellori 18:07  
Just chug a Red Bull and take a Benadryl. You'll be fine.

B Belroth 18:13  
Don't actually do that folks.

S Skarpin 18:14  
Take that small silver can right there.

A Anthony 18:16  
This is not medical advice.

E Ellori 18:17  
That small silver can with a beast of some sort on the front of it.

D Deeran 18:23  
And just like that tiny pink pill that you got over there.

A Anthony 18:28  
The pills are extra.

E Ellori 18:35  
For me, I'll take that can that has a monster on the front of it.

A Anthony 18:42  
I have something special for you. She reaches down and pulls out a silver flask. She puts it onto the table in front of you, and she says, I will take both drink chips for this, but it is something I think you will find...refreshing.

E Ellori 19:08  
Okay. She gives both drink tickets.

A Anthony 19:13  
Okay, and so yeah, you have a silver flask in front of you.

E Ellori 19:18

I open it.

- A** Anthony 19:21  
Immediately the smell that comes up from the flask, you can feel like a quiver in your jaw as like the smell of blood from the flask.
- E** Ellori 19:35  
Give me that sweet, sweet juice. That body juice!
- D** Deeran 19:40  
You started saying it. I knew where you were going.
- B** Belroth 19:47  
It's filled with sweat. Ellori, do you want my chip because that was an expensive one. I don't know if you- I mean that's food.
- E** Ellori 19:58  
I'll be okay, Belroth. Thank you.
- B** Belroth 19:59  
Are you sure? Okay.
- E** Ellori 20:01  
Yep. Um, so Ellori is gonna, like pour a little bit on her finger and taste it. I want to see if there's like something special about it. Is it blood that's gonna get me drunk?
- A** Anthony 20:13  
So what is your experience with the consumption of non-animal blood? What is Ellori's actual experience with that? Has she has she fed on the Touched before?

E Ellori 20:32  
I think that- there's, yes, there's a story there.

A Anthony 20:43  
Certainly, and we don't need to dig into that...yet. So, immediately, when you taste this little bit on your finger, you can tell that this is blood of the Touched. I don't think you're quite the connoisseur that you could pick out, like, what kind.

E Ellori 21:07  
No.

A Anthony 21:08  
Right? You couldn't tell the difference between like human and gnome and whatever else, but this is definitely blood that would sustain you for a week, not blood that would sustain you for a day.

E Ellori 21:21  
Great. She's going to savor it. So, she's gonna take like little sips

A Anthony 21:27  
The, the woman leans in close to you to try and just talk to you so that the others like couldn't necessarily overhear. She says, that is a very special flask. It is linked to someone, someone who is willing. If you pass magic, through this flask, use the stones of magic, then it will refill. My recommendation is that you do not use this flask more than twice in a day, or it may not refill again.

E Ellori 22:11  
Oh man, how-

A Anthony 22:16  
You will need many stones to make this happen. 8 stones will refill this flask, but I can see how that might be valuable for you in an emergency.



E Ellori 22:35  
Kind of makes me think that I shouldn't drink it now even though I'm at a party, and I'm really excited about it.

A Anthony 22:42  
This will not keep.

E Ellori 22:44  
Oh.

A Anthony 22:45  
Drink now, and enjoy it. If you need it in the future, know that it will be there.

E Ellori 22:55  
Thank you. Can I pay you for this in anything other than drink tickets and not throwing up your other drink?

A Anthony 23:04  
We will always take whatever donations people give. This is our life, but we also know when we have come across something that yearns for a new home, that speaks to find a new place to be.

E Ellori 23:22  
I take it you don't have many like me around here.

A Anthony 23:27  
That is not true. In fact, many like you and like your friend turn to us because they have nowhere else to go. We too are turned away from society, and so when they are turned away they come here. Since the Accords, there have been fewer of your kind, though the numbers from his kind have not lessened.



Ellori 23:58

I think it's really, really great for you to give home to so many people.



Anthony 24:05

Some feel that it is the only way to give up their hunger, but to seek what we provide satiates that which claws at them. I do not know if that is- no one has told me that their hunger disappears completely, but we all give up a piece of ourselves to be part of this Family. For some, it lessens those sensations.



Ellori 24:56

Well, thank you, and if I'm ever in a place where maybe I'm looking for a change Oh, hopefully see y'all again.



Anthony 25:17

You will be welcome to try to join the family. Not all are accepted who seek us.



Ellori 25:26

I'm really good at tests.



Anthony 25:30

If it is your journey, your path to be here, then you will find your way here as to all whose path it is. Go enjoy your night there is to see



Skarpin 25:46

Skarpin bustles up and sets one of the drinks down on the counter and says before I forget I you know, as is custom, the old ways, I have a gift for you, and he pulls a toothed flower off of his shell. He says I picked this up in the Demon Isles. It's very, very weird, and hands it to them.



Anthony 26:11

This is most unique. I like it very much.

**S** Skarpin 26:16  
Excellent. Excellent. We'll be enjoying your services here. We're very excited. Thank you so much for your help.

**A** Anthony 26:23  
She tucks it into the eye hole of the expressionless mask, and it's just like hanging out near her eye.

**S** Skarpin 26:32  
Looks great.

**A** Anthony 26:33  
Thank you.

**S** Skarpin 26:36  
Skarpin picks up the glass and turns away. Where to next?!

**D** Deeran 26:43  
Yeah, Deeran takes his drink, and like, that is quite enough for him. He is quite all set to go elsewhere after it puts that thing in its eye. Yikes.

**A** Anthony 26:57  
You just hear Gallet's voice echoing in your head like, ugh tinkers.

**B** Belroth 27:07  
Ellori, this is your first time with the mendicants, what would you want to do?

**E** Ellori 27:12  
Oh, I want to see a show. You said there was music. You said there was a dancin.



Skarpin 27:18

Yes, there seems to be something going on over there!



Ellori 27:21

That would really make me feel like home.



Belroth 27:24

Then let's go!



Anthony 27:26

As you approach, you see that they have set up around the central fire here, a place that looks like a stage for a performance. You're starting to realize that many of the people that are here, it looks like, they are not necessarily of the Family. They don't wear the masks like many of the others do. They seem to just be traveling with the group as visitors. So they're setting up, and one of the people with a mask, he's wearing not an expressionless mask, but a mask turned up in a smile. He is standing on a box in front of this little amphitheatre, shouting out like, come forth, come forth to hear a story that we will perform for you here live tonight! Many have come to learn the secrets and histories of this world, and we will share them once again for all to see! Come, have a seat! Yes, welcome, welcome! Hello, come along!



Ellori 28:34

Hi, thank you. My name is Ellori. These are my friends Belroth, Deeran, and Skarpin. We're very excited to come here and hear your story.



Deeran 28:41

As you mention Deeran, you turn around and he is not there.



Ellori 28:45

Oh. Belroth, where did Deeran go?



Belroth 28:49

Was it my turn to look for him- look after him? I'll go find him.

**S** Skarpin 28:55  
I got two drinks. I couldn't keep track him.

**B** Belroth 28:58  
I'll go, I'll go look for Deeran. Please, enjoy. I'm sure I've heard this one before. Oh, no. How long do we have until it starts, sir?

**A** Anthony 29:10  
Ah, the show is due to go on in 5 minutes, so 15 at least.

**E** Ellori 29:18  
We've all got plenty of time to go look for Deeran.

**S** Skarpin 29:22  
I'll save our seats.

**E** Ellori 29:27  
Thank you, Skarpin. That will be really helpful.

**B** Belroth 29:30  
He puts one drink there, one drink there, and then the shell one over.

**S** Skarpin 29:35  
He's looking for the people walking up in the stands- looking for if anybody's selling pasta. Just like when I was a kid.

**B** Belroth 29:48  
Yeah. Belroth starts to like, look for traces of Deeran. You know, snacks, stray

marshmallows. Although I'm sure it's very tricky because has there's snacks everywhere. This is like camouflage zone for Deeran.

**D** Deeran 30:06  
Everything's so cool around here. This is like- it's just like I remember, but even better, man. A little scarier, but way better. He takes another sip of blue drink, which again, tickles his his throat. The more he drinks a bit, the more he likes it. Whoo!

**A** Anthony 30:33  
Where are you going?

**D** Deeran 30:36  
Great question. Let's see, 1 to 10: he takes a right. So, he got an 18: he takes a left. Then he takes a right, and so like, he just kind of meanders through stalls right until he like, he gets kind of away from the center-ish, and like, things are starting to get less market and more like tent village.

**A** Anthony 31:10  
Yes, okay. All right. Um, you wander into this tent village area, and you know, look around here a little bit. Certainly, you see some families. As they see you, they tuck into their tents. These families, even the children wear masks.

**D** Deeran 31:39  
That's so cool.

**A** Anthony 31:41  
And they like, disappear from view. You see, like a big tent back here with a lot of animals like large oxen, and stuff like feeding and grazing in a pen they've set up. And after a few minutes of just wandering around through here, you realize that there are two people following you, both of whom are wearing masks.

**D** Deeran 32:05  
Yes, so Deeran reaches down to scratch Freya, and when he realizes Freya isn't there,

walks over to scratch the oxen. He's like, you know, he's feeling the need to like, rub some animals. He's like, three quarters through this drink now and, you know, sometimes you just gotta love on a little animal here every once in a while. You know, give them a little scratch.

A Anthony 32:33

You get a tap on the shoulder. Oh, hey- oh, hey, who are you, man? These are two, presumably humans, both behind these masks, and the one who tapped you on the shoulder says, you came in with that caravan, right?

D Deeran 32:56

Yeah, man. We just, you know, we're stopping by for the night-

A Anthony 33:00

Give me a Constitution saving throw-

D Deeran 33:02

Oh, boy.

A Anthony 33:04

Mid sentence.

D Deeran 33:08

His Con mod is plus 2, so that's an 11.

A Anthony 33:13

Okay. Suddenly your vision starts swimming, as you get punched, full force in the gut. Like, you know, like a disabling blow to the abdomen. You're wheezing for a moment, but you have your faculties enough that when the other guy starts to make an attack against you as well, both of them, they look like they're coming in to start pummeling on you, you are aware. So you're now in combat, and it is your turn.

- D** Deeran 33:51  
Great, on the other guy, then, he's going to use the cantrip gust. So, he swings his hands in the air and like, pushes both hands to the side. The drink like, splashes all over the other guy, and like, a gust of wind blows this guy into the other guy is what I'm trying to do. I'm trying to push him 10 feet here. Okay, and so he gets a strength save of a DC 13.
- A** Anthony 34:29  
Okay, he succeeds.
- D** Deeran 34:32  
Strong wind happens. So, a harmless sensory air effect basically happens, and the wind comes from next to the oxen, blows up some of the some of the hay, and it kind of circles around us. Hey, man, what's going on? Stop!
- S** Skarpin 34:55  
Good one.
- A** Anthony 34:56  
They both make attacks.
- D** Deeran 34:57  
Yep.
- A** Anthony 35:01  
They both hit.
- D** Deeran 35:03  
Great.
- A** Anthony 35:04  
They're punching you. So, you take 2 damage from the first hit and 2 damage from the



second hit.

**D** Deeran 35:12  
All right.

**A** Anthony 35:13  
Non-lethal, as as they pummel you.

**S** Skarpin 35:18  
The flat of their fists.

**A** Anthony 35:21  
Well, I mean, they're not monks. So they're not hitting you for- they're not lethal weapons. They're just mugging you back here. It is your turn again to try and do something.

**D** Deeran 35:36  
Great, Deeran is going to like, whoever- so they're both punching me. Okay. He's going to take the action to Disengage.

**A** Anthony 35:55  
Yep.

**D** Deeran 35:57  
And then he is going to run 30 feet away, back toward where he thinks he came from.

**A** Anthony 36:05  
Okay. Yeah, I think like, they're probably pummeling you-

**D** Deeran 36:08  
Back toward where he saw the families.

- A** Anthony 36:10  
Yeah, you duck under and like, through them and then run.
- D** Deeran 36:16  
Yeah, exactly. Yeah, and so yeah, his like, his long like, weird gangly like, run, basically like, I hate how shaggy fits perfectly here, but his feet are kind of like, doing that like, windmill run. You know what I mean?
- A** Anthony 36:39  
So before this, we got like a ~frantically cartoon like running noises~
- D** Deeran 36:44  
That's, that's the Disengage sound.
- A** Anthony 36:52  
Okay, they both run after you trying to catch up to you.
- D** Deeran 37:00  
So, every turn, I'm going to Disengage and keep running, so I don't know if you want to do like a chase mechanic or if you want to like, however you want to do it, but that's my plan.
- A** Anthony 37:08  
Yeah, so let's do this. Why don't you roll an opposed Dexterity check to see how quickly you get away from these two guys.
- D** Deeran 37:20  
4.
- A** Anthony 37:24  
Okay, so, you cut out. You run. They run up behind you. You take two more attacks because they get close enough to try and- they're trying to trip you and attack you. I think

one like tries to grab at you, but you get out of the way, but you do get hit once for another 2 non-lethal damage.

**D** Deeran 37:48  
All right. When they hit me again, I'm gonna be like, hey, you guys stop. Like, I know what I'm looking at, but I could do some serious damage, and I don't want to have to, man.

**A** Anthony 38:00  
The one who first spoke to you, says, all we want is to halberd.

**D** Deeran 38:11  
I don't i don't know what that is man.

**A** Anthony 38:15  
Get him. So make another Dexterity check to run away.

**D** Deeran 38:19  
And this time I'm gonna try and duck into like one of the tents with families in it.

**A** Anthony 38:26  
Okay.

**B** Belroth 38:28  
Hide behind a child?

**D** Deeran 38:31  
I mean, or a mother. That is a 16 Dex check.

**A** Anthony 38:41  
Okay, you run, and I think you cut around a corner and then quickly cut into one of these

tents, hoping they won't see where you went.

**D** Deeran 38:55  
Yeah, Deeran puts like, a finger up to his mouth real quick. Like, ~shhh~

**A** Anthony 39:00  
Yeah, so you burst in on a family like, sitting around in this tent, sharing like, a small portion of food 2 children and a father. When they see you, he's like, what?! And you put up your finger, and he puts his hand toward the children, and he says, what do you want?

**D** Deeran 39:26  
I just want to hide in here. Those guys are trying to beat me up!

**A** Anthony 39:31  
Who is bringing violence upon you? That is not our way.

**D** Deeran 39:36  
They get the whole mask on thing, man.

**A** Anthony 39:39  
What?! And he moves past you and steps out into the roadway, and he sees the two coming around the corner. He puts out a hand, and they just like blow by him. He turns back, and he says, stay here! Then he stalks off.

**D** Deeran 40:05  
Deeran's gonna follow.

**A** Anthony 40:07  
Okay.



Deeran 40:10

Now that the numbers are even Deeran's back in, baby. Oh, he's got a tank again? We're good. Let's go.



Anthony 40:20

You step out, as you see the man that whose tent you walked in, put his fingers in his mouth and let out a shrill whistle. Several people just start coming out of tents in the area, and as these guys are moving briskly looking for you, within seconds, they are surrounded. He turns and sees you looking, and as the circle closes around these two guys, he said, I said wait inside. This does not concern you. With the children, now!



Deeran 41:06

Okay, man. And Deeran goes inside.



Anthony 41:12

You're just sitting there with these two kids who are staring at you through their masks.



Deeran 41:15

He's going to try to peek through the blinds, like through the crack in the tent.



Anthony 41:20

You don't really see much. The crowd has surrounded these two guys, and then after a few minutes, they disperse. The whole crowd disperses. The kids are still staring. Hey, guys, good dinner? They don't say anything. They're just staring.



Deeran 41:45

So uncomfortable.



Anthony 41:47

Suddenly, the man comes back into the tent, and he says, I am very sorry. Someone used us against you.

- D** Deeran 42:02  
I didn't think it was y'all, you know like, I've heard the stories, but I don't believe them. I've always had a good time at these things, man. Sorry for like, barging in on your dinner or whatever.
- A** Anthony 42:14  
You have nothing to be sorry for. You may go now. The problem has been dealt with.
- D** Deeran 42:22  
Cool, man. Thanks. Deeran's gonna try and find his friends. He is very nervous.
- A** Anthony 42:32  
Yeah, you step out and you come across- like not too long as you head back toward the not-tent city part of this little encampment, you see Belroth and Freya and Ellori looking for you.
- D** Deeran 42:55  
Hey, guys. Deeran holds up a hand. He's got like, a black eye. If I were to if I were to put us on a scale of 1 to 20 I'm at like- I'm feeling like a 12, you know what I mean? So yeah, he like, he waves. You guys are never gonna guess what happened to me. He like, tells them the whole story but like, way more dramatic on their way back.
- B** Belroth 43:26  
So, you punch them as well. How did you get so many man punches on them?
- D** Deeran 43:30  
I mean like, my arms went up to do all this spells I know, you know, and then I don't know what it was. They were so powerful, they like, stopped the spell from working.
- E** Ellori 43:40  
We need to get back to the caravan, now.

- D** Deeran 43:43  
But what about the show, man?
- E** Ellori 43:45  
The show's not important. We have a job to do.
- A** Anthony 43:50  
Skarpin you start to watch the show.
- S** Skarpin 43:55  
Before the show, Skarpin wanted to chat up the person who greeted them, with a smiley face if he sees kind of an opening, right, if there's a little bit of a lull.
- A** Anthony 44:07  
Yeah, yeah. You know, people are trickling in and you have a moment where you could get his attention.
- S** Skarpin 44:13  
Oh, excuse me, there. Good sir. Good sir.
- A** Anthony 44:18  
Yes?
- S** Skarpin 44:19  
Hey, I just want to say I'm looking forward to the show and wanted to see if you have seen any of my kind around lately. I haven't seen any but we are wanderers.
- A** Anthony 44:30  
Yes, the Wandering Ones. It has been some time since I have seen your people come these ways, but you know, your people tend to be more accepted in the places that we travel than we are. So, it is not uncommon for your people to be further in to the places of

society than we manage to get.



Skarpin 44:56

Yes, that's, that's fair. We are friendly folk. And how about...MY people? And he covers the turtle side of his face, and then what's left is the corpsen kind of side of his face.



Anthony 45:12

Yes, yes. That affliction is one we are also familiar with, though most, as you undoubtedly are aware, you know, most of you tend to stay within the Deadlands, and our visits to the dead lands are infrequent. Many of your kind who have found themselves outside the Deadlands do seek us out. We are always open and welcome to those afflicted by what you carry within you. We do not shun or disparage for those choices made and those seeds planted.



Skarpin 45:59

Oh, that's, that's wonderful to hear. Yes, some of the corpsen who I have met as well speak highly of you. The rest of society- I feel like I haven't spoken to too many people about this, because nobody seems to recognize what I am. They just think this is normal turtle looking.



Anthony 46:24

You are a rarity, to be sure.



Skarpin 46:27

Thank you.



Anthony 46:28

Perhaps you are the only corpse and I have met who has was once a total.



Skarpin 46:38

In general, how has the common folk- how have they reacted to the corpsen recently, to those that do wander out?



A

Anthony 46:50

One of the reasons we are so willing to accept those who come from the Deadlands, you know, with the Blood Moon Accords in place, many of the vampyr are protected. They are safe. As long as they are not fully vampire, there is a place for them in society. They have climbed high within the ranks of all of nobility, and they are protected. Your people, not so much. I worry about the fear that comes inherent with your people. Those who are not familiar with the corpsen, they worry. Of course, just as I am sure there are other families of the mendicants to whom the fears and worries that many bring toward us are not unfounded. Certainly there are corpsen who have found their way to villages and left, nothing. But I know that is not most people, and if those who were not corpsen actually took stock in the devastation their kinds wrought as well, they would find that there is not so much difference between the types of devastation that can occur.

S

Skarpin 48:22

No, a few bad eggs ruin it for the rest of them. No, I appreciate the news and very much looking forward to the show. I don't know where my friends are, but they'll be here. They'll be here.

A

Anthony 48:36

Keep yourself safe. There is much history that flows through you.

S

Skarpin 48:42

Ah, I am quite- well...okay, thank you.

A

Anthony 48:50

A few moments later, the first of the players take the stage. The thing that you notice, Skarpin, is that they all wear masks, but none of them are expressionless. They all wear either a mask with the mouth turned up or a mask with the mouth turned down into like, a sad face. These masks seem to correlate to the role that they are playing as the story unfolds. So, if you are supposed to be rooting for them, they are wearing the upturned masks, and if you are supposed to be rooting against them than they wear the downturned masks. So, they begin to tell a story. A narrator steps forward and says, Many, many, many, years ago, when this land was still asleep, people came to visit this place. A people of transformation and power. A people known as the Fey. They came to this world to frolic, to live, to eat. Behind him, you see a group of actors take the stage. All the

sudden the back of the staging around them begins to transform with magic, and the setting that they are in transforms, and these actors in simple white robes and with these white masks, their costumes begin to appear upon them as well. Clearly, some sort of illusion is happening here that you think if you really tried hard, you could pick it apart, right, and like see through this illusion?

**S** Skarpin 50:40  
Skarpin does not.

**A** Anthony 50:41  
No, of course not.

**S** Skarpin 50:42  
He accepts it so much.

**A** Anthony 50:43  
Yeah. So, in front of you is a sprawling forest. These figures that traveled through this forest, you know, they pluck fruit from the trees and they frolic and dance, and the story continues. When these people came to this world, what they found was one that was primal and young. They found animals and plants in abundance, and they found those of us who we now call the Touched. But at the time, the world was different. There were no cities and towns, no societies and culture. These creatures were but animals. They were of no thought. They simply roamed this world as any other inhabitant, and the Fey we're happy to ignore them. The king of the Fey- and a large table appears with a spread of food and all of the Fey take a seat at it. The king of the Fey wears a downturned mask. The king of the Fey stood high upon his throne, looking out at his court- and the king's voice booms out: we will stay here for 1000 years. We will reap the benefits of this place. It is our playground, and we will be happy to enjoy all of its natural wonders for ourselves, and when we are full, we will return home with stories of the beauty of this place. The narrator begins again: but there was one, one of his host who stood apart. A figure takes the stage in beautiful, golden robes, long flowing golden hair, and an upturned smile. This one was named Lanier, and he knew something different, something the others had not seen. For he to saw the creatures of this world as animals until he was one day sitting in the forest. The other actors leave the stage and the scene fades into a different forest scene, and Lanier sits on the ground. He heard rising above the sounds of the forest, the most beautiful voices he had ever heard. A song shimmering through the air. A song of life

and love and sorrow. A song of loss and pain, of happiness and joy. It was many voices together ringing out. You can hear like, a ghostly haunting chorus begin. Lanier stands, and he moves towards the music, and 3 elves are standing in the woods. They're all in leaves and leathers like, barely clothing. Lanier heard the song, and he knew that something was special about these people, something different. And so he reached out with his power. The Fey magics washed over these creatures, and then they were something new. The 3 elves explode with light. The elves learned of culture. They learned of society. They learned of art, of music. They learned of understanding and communication. They learned how to create. They learned how to be more than animals. They learned how to be something spectacular. The other Fey however, did not see this as Lanier did. The other Fey come back into the scene and all of the light around the trees change to crimson. What you have done here Lanier is unnatural. It is a violation. You have doomed these people to sorrow and death. What you gave them was not life. What you have given them is awareness of their own mortality. But Lanier's gift had changed the elves in another way. For their life was now extended. They truly would live beyond their years, perhaps forever, if not slain by other means. He motioned to the Fey. Please, brothers, Lanier says, sisters, look what these people can do. Look what they can create. But the other fair could not see it. The other Fey saw only Lanier's folly. They cast him out from the court, pushed him aside. And so Lanier spent time traveling to the others that he found, the dwarves deep in their mountains. He gave them the same gift he had given the elves. They became beautiful craftsman, capable of understanding the natural beauty and art of creation more than any other ever had. He found the humans, and he gave them this gift as well, and their ability to create manifested in how...virulent they became. The audience laughs. And he saught the orcs. The orcs had always caused trouble. They were territorial and difficult. When Lanier gave them a gift, he gave them a gift of longevity that none had expected. That their thoughts and their ideas could persist beyond the individual. And over years and years, this spread of the ability to learn truth about war, to learn truth about their own strength that emboldened them. And so the first war came as the orcs turned against the humans and the elves and the dwarves. And the Fey held Lanier responsible. They came to him and said- again, they appear on the stage in front of him. We warned you this would happen. You have opened their eyes to danger. You have shown them a path that they cannot come back from. You have doomed them, Lanier. Lanier took a bit of each of the peoples he had helped Touch. He took a bit of the humans. He took a bit of the Elves, a bit of the dwarves, the halflings who sang their songs who he had also Touched. He grabbed some of their mirth and joy and indeed a bit of the orcs. He combined them all together. The light glows in his hands- and from them sprung the gnomes, the people of the Fey. The smallest but most joyful of the creatures of this world. They represented all of the good pieces of the other people. They were his light and Lanier pushes this gnome forward and the other Fey you can see start to realize, and all except for the king of the Fey, their masks change from a downward expression to an

upward one. The Fey truly began to realize and understand they accepted Lanier back into the fold. As years passed, and the people began to create lives in this place, a darkness befell them. A darkness of Shadow. Suddenly the lights turn dark and streams of shadow move down like, pushing themselves into people who represent these Touched races, and they begin to transform into shadowy versions, dark robes. The Shadow posed a problem, a problem the Fey could not help but observe. They saw a sickness spread, and Lanier stood shimmering and gold. We must stand against the shadow. We must help these people who we have freed, escape this torment. But the king did not agree. You have freed these people's minds. You have doomed them to this fate. They will face whatever they must face on their own. The people, for their part, faced Shadow bravely. Many died, and they sought allies outside of the Fey. The creatures of the Celestial realm, the gods above fought alongside them against the Shadow, here in the material realm. And as the gods took the field all seemed to be lost when one of the gods was struck by Shadow. The god was splintered and broken, a side of light and a side of shadow: two halves to a whole. And so the gods had no choice but to quit the field and leave their broken partner as he was. Lanier saw this, and he returned to the court demanding that they help the people of the world, help the plane. Still, the king refused. I will not stand party and watch as- and then the king was silenced as shadow took the first of the Fey. When the Fey-king fell, all turned to Lanier. We have ignored this for too long. We cannot stay out of this fight. It has been our fight from the beginning, but it is more so our fight now. Lanier called to bear an army of the Touched. He transformed them again, into a group called the Sylvan who would carry out his will. They locked Shadow away, removed themselves from the world that they could defend it on its frontlines elsewhere. And as the War of Shadow raged on realms beyond, we were left with the last gift of the Fey, the most precious. We were left with time, time to grow and change on our own, time to build societies. So, that when the Shadow returned as it one day would, we would be ready to stand against it, to hold back the tides of chaos as the Shadow fell again. And ready we were, as heroes- and four people take the stage: a dwarf, a dragon born, a half elf, and a half orc. And the magic glows brightly around them. Heroes stood tall to save us in our darkest hour because of the gifts we were given. And while the Fey may not have our best interest at heart anymore, we will always owe them for the great gifts they gave us. The lights rise up. The audience cheers, and the actors take a bow.



### Skarpin 1:04:50

Oh wonderful! Wonderful! Lanier's Many Gifts! That is my favorite! I love that. So good. Hey, where's- where are my friends? They missed everything. Oh, that's ok. He keeps clapping. He stands up, just roaring. Loving it. So good.

- B** Belroth 1:05:09  
I assume we had been like trying to get back in, but the performance started so they closed it and locked it.
- A** Anthony 1:05:17  
No, so my assumption is that the three of you went back to the caravan.
- E** Ellori 1:05:22  
I said we have to go now.
- B** Belroth 1:05:26  
Oh. I thought we would go get Skarpin and then go back, but that's fine.
- A** Anthony 1:05:36  
Like, maybe you did, but if you did, then yes. Similarly, once the performance started, no one was allowed to join performance. It's in progress. Please be quiet, and go away.
- B** Belroth 1:05:46  
No, I understand.
- E** Ellori 1:05:47  
You can watch from a little monitor outside.
- A** Anthony 1:05:51  
They have a little like, illusion of what's happening on the stage, but very far away.
- D** Deeran 1:05:56  
It's just a guy with puppets. Like, he's set up in the waiting area just doing the puppetry of it.



Ellori 1:06:06

It's funny because as you're describing it like, I know that they have magic, and so like, when you say like, oh, and they start to glow or whatever, I know that that can be a magical effect, but the way I was imagining it was like, you know, like a ~swish noise~ And a big like, can light behind them turned on, and it makes them look like they're glowing. And like, they've got little strings on their masks that when you pull it turns the frown into a smiley face.



Belroth 1:06:33

Yeah.



Ellori 1:06:34

Like, real, real festival low budget party.



Skarpin 1:06:38

For so many years they probably had to do that because, I imagine, magical items even were hard to come by and magic themselves, so they probably develop this craft.



Ellori 1:06:48

Yeah.



Anthony 1:06:49

And honestly, I think what's probably most likely is they use magic for it now, but they use magic in the way you're talking about, right? So, instead of just having the people glow, they have a an illusionary light glow up behind them that makes them glow. It's like a blend of stagecraft. Yeah, some stuff you're like, I don't mind all these magical effects, but I really like the practical stuff. It holds up better in the long term. Yeah, it turns out none of these actors were here. They were all illusions.



Skarpin 1:07:32

Cheaper that way.

- A** Anthony 1:07:34  
One guy with a bunch of dots glued to him.
- B** Belroth 1:07:37  
You could kind of tell because like, you know, they only had limited expressions, so you could tell that it wasn't.
- A** Anthony 1:07:46  
Okay, so the 3 of you returned back to the caravan. Gallet is basically pacing back and forth, up and down the caravan.
- D** Deeran 1:08:03  
And Deeran looks at Ellori.
- E** Ellori 1:08:07  
Um, hey, hey, Gallet, we're back. We're just here to provide a little extra security. We were just- we had, we had a feeling, and she kind of like looks at Deeran's eye.
- A** Anthony 1:08:23  
Good idea. I don't trust any of them either.
- E** Ellori 1:08:28  
Um, it's more it seems like there might be some, you know, you know the ones that came at us a few days ago? It seems like they're masquerading as the mendicants, trying to get close to the caravan.
- D** Deeran 1:08:47  
Deeran nods.
- B** Belroth 1:08:49  
Belroth nods.



Ellori 1:08:52

Freya nods.



Deeran 1:08:55

Deeran scratches Freya.



Ellori 1:08:59

Um, so yeah, we were thinking we would just come back a little early and make sure everything was all right and stick around here for a bit. I am feeling great.



Anthony 1:09:14

Okay. Well, I'm gonna keep patrolling then, and you can do the same, and we'll see what happens.



Belroth 1:09:21

I guess I should go find Skarpin if we're all here.



Anthony 1:09:27

So, you go wander back in Belroth, and basically as you arrive the thing is letting out, and Skarpin comes wandering out.



Belroth 1:09:40

Hey, Skarpin.



Skarpin 1:09:41

Oh, wonderful. Well, you missed quite the show. We'll have to try- the next one's in 20 minutes.



Belroth 1:09:47

We're going back to the caravan.



- S** Skarpin 1:09:50  
Oh, no!
- B** Belroth 1:09:51  
Deeran got in a bit of a scrap. I think He was almost mugged by the same people who almost blew us up earlier.
- S** Skarpin 1:10:06  
He probably wandered off and, you know, just-
- B** Belroth 1:10:09  
Well he did wander off.
- S** Skarpin 1:10:10  
That's fine. Is he okay? Is he okay?
- B** Belroth 1:10:12  
I think so. I think his pride is a little hurt. His eye is very- he has a big black eye. I think it's getting bigger because the blood is starting to pool as it does.
- S** Skarpin 1:10:26  
Hmm yeah. Come bring him here. I'll fix him.
- B** Belroth 1:10:31  
We're gonna go back to the caravan, regroup, and then maybe take some shifts to have fun or something, especially if there this group is trying to do nefarious things. We should probably have some extra security, and plus you got your 2 drinks. Oh, where did the other one go.
- S** Skarpin 1:10:52  
Yes, it's back in there. This is this is actually my sixth drink, but thank you for asking.

B Belroth 1:10:58  
Oh, wow.

S Skarpin 1:11:00  
There was some great pasta in there as well. I guess, I guess we can go back. We're under contract and all, so even though this is the best time I've had in-

B Belroth 1:11:12  
Skarpin, there's a little carnival game right there. Let's play around, and you know, then we'll try and win a prize, and we'll call it a good night.

S Skarpin 1:11:22  
Oh, I'm great at this one.

B Belroth 1:11:23  
This will take no time at all, I'm sure.

A Anthony 1:11:27  
Step up, step up. Knock down these bottles with this ball. Knock down the bottles with the ball. All you got to do is throw the ball and you'll knock down some bottles.

S Skarpin 1:11:35  
I can do this. I can do this.

B Belroth 1:11:36  
You want to do it? I mean, I'm going to try after.

S Skarpin 1:11:40  
Yeah, you should also try, but, you know, there won't be any bottles left for you!

- A** Anthony 1:11:45  
Knock down all 6 bottles, win a prize. Knock them all down, win a prize. 5 silver.
- S** Skarpin 1:11:57  
One for me one for my friend here. And he gives them a gold which is the equivalent of 10 silver?
- A** Anthony 1:12:03  
Yeah, sure. He takes it from you. He pockets it, and he says all right, here you go. And he puts a ball down in front of each of you.
- B** Belroth 1:12:12  
All right.
- S** Skarpin 1:12:13  
All right. What you got to do is hit it directly in the middle, not off to one side or the other. That's the trick. That's the trick.
- A** Anthony 1:12:22  
Make attacks.
- S** Skarpin 1:12:24  
Attacks? Okay.
- A** Anthony 1:12:25  
Yeah, Dexterity attacks.
- S** Skarpin 1:12:33  
He is not- he rolled a 3, a 3, and a 12.

A Anthony 1:12:38  
Okay, yeah, you like, throw one into the canvas in the back. You throw another into the canvas in the back. The last one you hit the top bottle and it like wobbles, but it doesn't fall over.

B Belroth 1:12:50  
Um, I'll give it a go. Can Belroth cast Hunter's Mark on the bottle game?

A Anthony 1:13:01  
Yeah, sure.

B Belroth 1:13:06  
That's a 26, that's a dirty 20, and that is a 14.

A Anthony 1:13:19  
So you throw three balls. And the first one, you just like ~plink~ like, drill it dead in the center, and they all wobble. And you follow up the second one like, so fast, and smack it while it's still like, wobbling, and they wobble a little harder. And the third one you hit, and they wobble, and they all just sort of settle back. He's like, better luck next time. Not quite, not quite enough strength on that one. Sorry. You're gonna have to throw a little harder next time. Step right up.

B Belroth 1:13:47  
Wait hold on a second!

S Skarpin 1:13:50  
Oh, you know, it's a tough game.

B Belroth 1:13:51  
No, no, no, no, it's not. It's not a tough game. I definitely hit it exactly where it was supposed to be. I can see where it is.

- A** Anthony 1:13:57  
No, no, no, no. I see how you might think that, but it's just shifted a little bit because of your perspective. Don't worry about it. You missed. No big deal.
- B** Belroth 1:14:05  
No, I actually I hit three times in the weak spot.
- A** Anthony 1:14:09  
Yeah, you hit but you didn't knock anything over. So you know- One more time. I'm gonna do it one more time. I feel like I'm going to do it-
- D** Deeran 1:14:18  
I don't know Ellori like, my face like, it really hurts.
- E** Ellori 1:14:23  
Do you want me to make it feel better?
- D** Deeran 1:14:30  
Deeran like, very quickly, no, no, like, it's okay. Like, I just I just wanted you to know that like, you know, it was pretty scary out there, man, and like the scariest part, I think was how they just like, made those two dudes like disappear.
- E** Ellori 1:14:46  
It definitely sounds like it was a dramatic experience for you, and I'm really sorry that you had to go through it.
- D** Deeran 1:14:54  
But like, where do you think they took him?
- E** Ellori 1:15:00  
I wonder if they have an elaborate series of tunnels under each of the camps that they set

up. So, they get there, they dig out some tunnels, and then they put little trap doors everywhere. So, so, the reason that they were huddling around them is because they were opening the trap door, and they put them down in there so that they could they could deal with them later.

D

Deeran 1:15:27

Do you think we should go down in the tunnels and like, find out if it's actually the Guild? Like, I just, you know, they knew what it was that we were carrying, you know, so like, I assumed it was.

E

Ellori 1:15:39

Are you gonna write tunnels in your notebook?

D

Deeran 1:15:43

Yeah, it must have been hit really good. I forgot. And Deeran flips open his notebook and like, sheepishly writes tunnels and underlines it.

E

Ellori 1:15:51

Ellori feels so good because she wanted so bad for him to think it was a good idea, and when he didn't whip out his notebook immediately, she panicked a little bit.

S

Skarpin 1:16:07

Belroth, you know what they say, the fifth time's a charm. I'm sure, I'm sure Ellori's grandma says that. Here, try again. Try again.

B

Belroth 1:16:14

Belroth has beamed this thing several times, precisely in different spots to determine different weaknesses, but he's hit them pretty precisely each time.

A

Anthony 1:16:28

Yeah, and so far, no bottles have- they all wobble. They have not fallen over. I don't know what to tell you sir. If you don't knock the bottles over, you have not hit it in the right spot.

- B** Belroth 1:16:38  
One more, Skarpin. Look at me, Skarpin. This is the last one. I'm going to win. And he points at like, a big stuffed creature on the shelf. I'm going to win it.
- A** Anthony 1:16:47  
It's like, a stuffed chimera.
- S** Skarpin 1:16:50  
You almost had it on the third round. I think you have it this time.
- A** Anthony 1:16:54  
You were very close on the third round, very close. You've gotten colder. Just saying.
- S** Skarpin 1:16:58  
You're just getting tired. That's what's happening.
- B** Belroth 1:17:01  
Belroth kind of assumes the stance, sort of a pitcher's stance. On himself, I guess because it's a self-Concentrate spell. He casts Hail of Thorns, hoping to hit the thing, shrapnel it, and hit everything with an even amount of force to knock it all over at once, and when it hits it goes off. It does 1 d10 piercing damage to, I guess, every bottle. We'll just call it that way. Oh, my fucking god. Nat 1.
- A** Anthony 1:17:48  
So, yeah, you throw the ball. You like, toss it like just wildly. You're furious. It bounces off the wood table, bounces up into the air, bounces off the beam up above, and hits Skarpin with a shitload of thorns.
- S** Skarpin 1:18:10  
Hey, you're getting really bad at this!

**B** Belroth 1:18:11  
I have two more throws! He Hail of Thorns himself again. Oh my god. That's a, that's a 4 plus 7. So, I assume I just miss.

**A** Anthony 1:18:24  
Yeah, you hit it into the canvas. Hey, you know, it's, it's okay to just give up. You're fine.

**B** Belroth 1:18:30  
And with this one golden shot, he takes it, and he throws it as hard as he possibly can with Hail of Thorns on it. 23.

**A** Anthony 1:18:41  
You just feel with this ball like, you just know, right where this one is headed. You've had all this experience. You've got the magic backing up behind it. You toss the ball. You hit the exact spot you mean to. The ball explodes with these thorns that just rattle into these bottles. They waggle back and forth more than you have seen at all, and then they slow, and then they stop. He's like, better luck next time. Want to try again?

**S** Skarpin 1:19:11  
No, that was close. That was probably your closest one.

**A** Anthony 1:19:14  
It was very close. Very close.

**S** Skarpin 1:19:17  
I bet he doesn't say that to everybody.

**B** Belroth 1:19:19  
I make a Perception check to see look for wires.

**A** Anthony 1:19:25



Okay.



Belroth 1:19:28

He doesn't see any wires. He has no idea. I rolled a 2 plus 2.



Anthony 1:19:33

You want to try again? You were pretty close.



Belroth 1:19:35

I don't want to try again. I don't. Stupid things are rigged.



Anthony 1:19:40

You can try again. I'm just saying you could try again.



Belroth 1:19:42

Can I try again without it being rigged.



Anthony 1:19:45

It's not rigged. You can try again. He takes a ball. He tosses it behind himself. It hits the bottles. They all collapse down. It's not rigged. Hey, everyone. DM Anthony here, just reminding you that if you're enjoying the show, tell your friends, tell your family. Let people know word of mouth. And you can support the show at [patreon.com/adventureinc](https://patreon.com/adventureinc), or you can check out the shop at [adventureincpod.com/shop](https://adventureincpod.com/shop). Make sure you check the show notes and the website for all our social media, including our Discord where you can come and hang out with some great people. We'll see you there, and until next week, I wish you nothing but critical success.



Adventure Incorporated 1:20:51

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